ATARI® 2600™

RUBIK'S CUBE*

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Atari welcomes your comments. Please address all correspondence to:

Atari Customer Relations
1312 Crossman Avenue
Sunnyvale, California 94088

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600 Video Computer System game.

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MARVIN THE CUBE MASTER

Welcome to the cubical world of Marvin the Cube Master. Marvin can solve the RUBIK'S CUBE puzzle in seconds flat—33.7 seconds, to be exact. That's fast, but then, he's had a lot of practice. You see, puzzles are Marvin's specialty.

Marvin wasn't always a Cube Master—in fact, he used to live a pretty ordinary life. Every morning he made breakfast, fed his dog Ralph, and went to work. He did have a peculiar habit, though. Marvin loved everything that had to do with squares or angles. For instance, he always was sure to eat three square meals a day—waffles for breakfast, raviolis for lunch, and cube steaks for dinner. Marvin slept in a perfectly square bed. Every day he swam laps in a square swimming pool. And each morning as he walked to work, Marvin was sure to count the squares in the sidewalk beneath his feet.

People called Marvin a blockhead, but when they did, he always had an answer. Looking them squarely in the eyes, Marvin would shout, "Squares are important! Try playing checkers on a *round* checkerboard! Or try using ice *balls* instead of ice *cubes* in your drinks. Can you imagine going to New York to visit Madison *Round* Gardens? It's just not the same. It wouldn't work!" And with that, he would square his shoulders and walk off.

Yes, Marvin certainly had a checkered past. But that was before the big change in his life. One day, while square dancing in his favorite restaurant (the one with the red checkered tablecloths), someone gave Marvin a puzzle—a cube puzzle. He played it day and night, twisting and turning it to move the colors to the proper sides. Soon, he started to see cubes and squares everywhere—on the walls of his house, inside Ralph's square water dish, and even in the mirror while brushing his teeth.

Something very strange was happening to Marvin. One morning, instead of being in his square bed, he found himself on a strange flat surface. He saw immediately that everything around him was square—he was in an entirely square world! This transformation was a mystery, but Marvin didn't really care. He was... Marvin the Cube Master!

Marvin knew that his mission in life was to teach cubists and future cubists the best ways to play the magical cube puzzle. He promised himself that he would learn how to solve the magical cube faster than anyone else in the world. He invites you to help him with his pledge—can you solve the cube faster than Marvin? Try it and see!

PLAYING THE GAME

Marvin's home is a six-sided, multicolored cube. Each side has nine smaller faces, colored red, blue, green, white, yellow, or orange. When you start a game, the colors on the cube are scrambled. Your task is to arrange the colors so that each side becomes one solid color.

Play RUBIK'S CUBE by moving Marvin around the cube and having him pick up and drop colors. Each time Marvin picks up a color, he trades his color for the one he has picked up (*see* **Figure 1**). You can then make Marvin run to another face to trade for a different color. Solve the puzzle in the least amount of moves or time (*see* KEEPING SCORE). Or, you can watch Marvin race the clock to solve the cube. You might even get some cube-solving tips!

Marvin before he picks up a color

Marvin after he picks up a color

Figure 1—Dropping and Picking up Colors

You can see only one side of the cube at a time, except when turning the cube to another side. To turn the cube, move Marvin to the edge of any side. The cube will rotate, (*see* **Figure 2**) and Marvin will enter the next side. The cube can rotate up, down, and sideways.

Figure 2—Marvin Rotating the Cube

CHANGING COLORS

Use your left Joystick Controller with this ATARI Game Program cartridge. Be sure the controller cable is firmly plugged into the **LEFT CONTROLLER** jack at the back of your 2600 Video Computer System™ game. Hold the Joystick with the red controller button to

your upper left, toward the television screen. (*See your Owner's Manual for further details.*)

Move Marvin around the cube with your Joystick. He moves up, down, right, and left in the same direction you move your Joystick. Marvin can't move onto a square of the same color, however.For example, if Marvin is blue, he can't run onto a blue square. If you try moving Marvin onto a square the same color as he is, a warning buzzer or beep will sound. (*See* **SELECTING A GAME** *for further details.*)

Use the red controller button to make Marvin pick up and drop colors. Press the button once, and Marvin will pick up the color of the square on which he is positioned. Press the button again, and Marvin will drop the color onto the same or a different square. Marvin can pick up, drop, and carry colors to any square on the cube.

SELECTING A GAME

GAME SELECT SWITCH

To select a game variation, press the **GAME SELECT** switch. (*See* **CHOOSING A GAME** *for more information*). The game number will appear at the bottom of the screen. (*See* **Figure 3.**)

Figure 3—Game Variation Number

GAME RESET SWITCH

To start or restart a game, press the **GAME RESET** switch. You'll enter the **CUBE SELECT** mode, and can select one of 50 different cubes. The colors on each cube are scrambled differently. Use your Joystick to select a cube number. Push up or to the left to increase the cube number by tens; push down or to the right to increase the cube number by ones (*see* **Figure 4**). The number you select appears on the bottom of the screen, beneath the magical cube (*see* **Figure 5**).

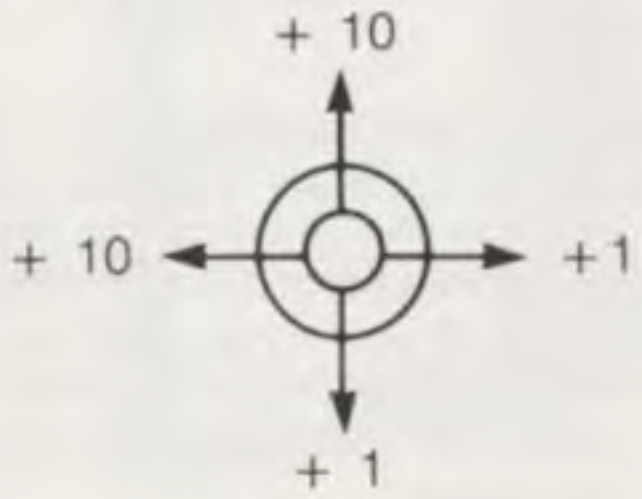


Figure 4—Selecting the Cube Number

Cube Number

Figure 5—Cube Number

After you select a cube, start the game by pressing the red controller button once. You're ready to go!

TV TYPE SWITCH

Set this switch to **COLOR** if you're playing on a color television set. Set it to **B-W** to play the game in black and white.

DIFFICULTY SWITCHES

If you set the **LEFT DIFFICULTY** switch to the **A** position, a buzzer will sound each time Marvin tries to run onto a square that's the same color he is. Set the switch to the **B** position to change the buzzer sound to a "beep."

The **RIGHT DIFFICULTY** switch has no function in this game.

CHOOSING A GAME

RUBIK'S CUBE includes 18 game variations.

Games 1-10 play at normal speed, and **Games 11-18** play at a faster speed. In **Games 3, 4, 7, 8, 13, 14, 17,** and **18,** the cube is invisible except when it's rotating to a different side.

Games 5-8 and **Games 15-18** are self-playing, as Marvin shows you how to solve the cube in the least amount of moves or time. In these variations, all you need to do is press the **GAME RESET** switch. The computer will take control and start the game.

In **Games 9** and **10,** Marvin's movements are restricted and he can only move in two directions: up or to the right.

Odd-numbered games (**1, 3, 5, 7, 9, 11, 13, 15,** and **17**) are scored by the number of moves and the number of colors that are swapped. Even-numbered games (**2, 4, 6, 8, 10, 12, 14, 16, and 18**) are scored by the time it takes to solve the cube.

KEEPING SCORE

The object of RUBIK'S CUBE is to get the lowest score possible. If you're playing an odd-numbered game, your score is displayed as a single number on the bottom of the screen. Each time Marvin crosses a new square, picks up a color, or attempts to cross a square of his own color, you score one point. Your score is displayed on the lower center portion of the screen, beneath the cube (*see* **Figure 6**).

Figure 6—Score in Number of Moves

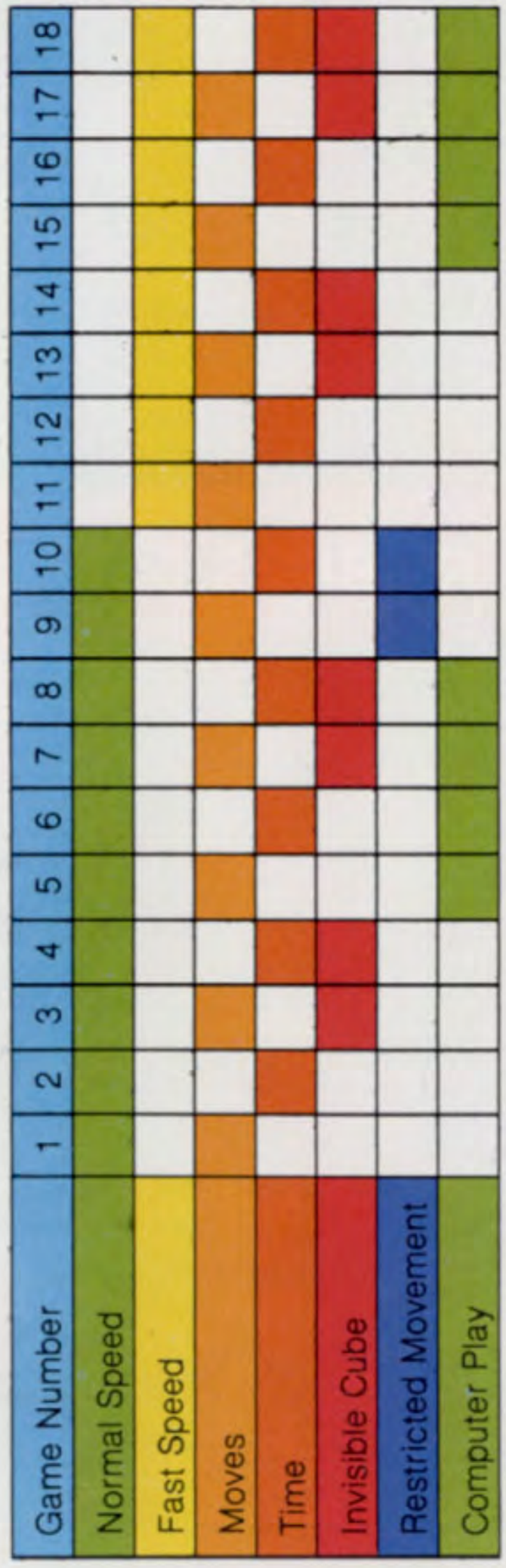
Figure 7—Score in Elapsed Time

If you're playing an even-numbered game, a timer measures how long it takes you to finish the game. Games are measured in minutes, seconds, and tenths of a second (*see* **Figure 7**).

HELPFUL HINTS

- Use the center square's color in selecting the color of a side.
- Try not to backtrack. If you can pick up and deposit colors on three or more sides without turning back, you'll save valuable moves and time.
- Watch the computer solve the cube a few times. Then try using some of the same strategies Marvin uses to complete the cube.
- There is one extra square of color per game (for instance, one extra square of blue). This will be the *last* square that Marvin picks up to win the game.

GAME SELECT MATRIX



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